## *GATEWAY RPG - Standard Character Sheet*

**Character Name**: _____

**Character Race/Archetype/Class Description**:

***Proficiency: Mark "+" sign next to at least 1 trait***
***Deficiency: Mark "-" sign next to at least 1 trait***
***Cross out any Skills that do not belong in the setting***

____ **Strength (STR)**
- Athletics Check
- Melee Attack
- Strength Saving Throws

____ **Dexterity (DEX)**
- Turn Order in Battle (Initiative Check)
- Acrobatics Check
- Sleight of Hand Check
- Piloting (Land, Sea, Air, Mech)
- Lock Picking
- Stealth Check
- Hide Check
- Ranged Attack
- Dexterity Saving Throws (AC)

____ **Constitution (CON)**
- Constitution Saving Throws (HP)

____ **Intelligence (INT)**
- Arcana Check
- History Check
- Streetwise
- Investigation Check
- Computer Use / Tech
- Nature Check
- Religion Check
- Intelligence Saving Throws

____ **Wisdom (WIS)**
- Animal Handling Check
- Insight Check
- Medicine Check
- Perception Check
- Survival Check
- Magic Spell Attack
- Casting Magic Spells (Non-Attack)
- Wisdom Saving Throws

____ **Charisma (CHA)**
- Deception Check
- Intimidation Check
- Performance Check
- Persuasion Check
- Charisma Saving Throws

**Solo Oracle**
- 1 – No, And (Negative Consequence)
- 2 to 6 – No
- 7 to 10 – No, But (Minor Opportunity)
- 11 to 14 – Yes, But (Minor Complication)
- 15 to 19 – Yes
- 20 – Yes, And (Positive Addition)

**Difficulty Class Scale**
- Simple: 2 to 5
- Easy: 6 to 10
- Moderate: 11 to 15
- Hard: 16 to 19
- Near Impossible: 20

**Actions per Turn**
- One Movement Action
- One Primary Action
- One Bonus Action

**Armor Class (AC)**: _____ ***(Based on DEX Stat)***
**Proficiency = 14, Normal = 12, Deficiency = 10**

**Hit Points (HP)**: _____ ***(Based on CON Stat)***
**Proficiency = 5, Normal = 4, Deficiency = 3**

**Movement Speed:** _____ **(Standard Character is 30 ft)**

**Melee Attack Weapons: (STR)**

**Ranged Attack Weapons: (DEX)**

**Special Abilities:**

**Items:**

**Background**